

8-9 a.m. Registration in FIEA Lobby. Keynote in FIEA CMB 182. All regular sessions across the internal drive at the new UCF DPAC building

9 a.m. Announcements: Sue Bohle, Executive Director, Serious Play Conference  
Welcome: Ben Noel, Executive Director, FIEA, University of Central Florida

9:15- 10:15 a.m. Keynote: Russ Shilling, Chief Scientific Officer, American Psychological Association

	DPAC Rm 171	DPAC Rm 151	DPAC Rm 152	DPAC Rm 154	DPAC Rm 169 A	DPAC Rm 169
	<b>MIL/GOVT WORKFORCE &amp; LEADERSHIP TRAINING</b>	<b>CORPORATE / NON PROFIT</b>	<b>HEALTHCARE SIMS + GAME-BASED LEARNING</b>	<b>GAME / INSTRUCTIONAL DESIGN</b>	<b>HIGHER ED: USING GAMES OR LEADING GAME CURR</b>	<b>USING GAMES IN K-12</b>
10:30 - 11:15 a.m.	Garth Jensen US Navy, Calderock  Use of Prototyping and Modeling	Jenn McNamara BreakAway Games  Making the Case for Serious Games: Why Is it So Hard?	Richard Van Eck Univ. of North Dakota Scott Brewster Triad Interactive Media  How Games Work Well for Healthcare Training	<b>PANEL:</b> Achieving Deep Learning in Serious Games and Simulations  Roger Smith, Advent Health Richard Boyd, Tanjo (Corp) Brian Stensrud, Soar Technology (Military)	<b>PANEL:</b> Using Games in Higher Ed  Tony Crider, Elon Univ, Rob Alvarez, IE Business School, Madrid, Mike Beall, Univ. of Wisconsin	<b>PANEL:</b> Integrating Games in K12  Paul Darvasi, York Academy, Tammie Schrader, Wash State USD, Andrew Easton, Westside Comm Schools
11:30 - 12:15 a.m.	Building a Training System for Remote Maintenance of Equipment	Paula Kelly NEXt, a Schlumberger Company  Onboarding Gen Z and Millennials with Experiential Training	Ron Stevens UCLA School of Medicine  Assessing the Neurodynamics of Uncertainty during Serious Play	Tobi Saulnier 1st Playable	Maja Pivec FH Joanneum University of Applied Science, Austria  Games for Sustainability: ROI and Other Mitigating Factors	Mari Cary, Lina Shanley Center on Teaching & Learning, Univ of Oregon  Let's Get Better at Blending Technology and High-Quality Instruction
12:15 - 1:15 p.m.	Lunch on FIEA Sound Stage					
1:15 - 2 p.m.	Michael Freeman Naval Postgraduate School	Rhonda Bruce Defense Acquisition Univ  Selecting a Vendor for an Adult Learning Project, Outlining and Monitoring the Process, Measurement	Building a Simulation Curriculum for Nursing Training  Advent Health University	Scott Provence Grand Rounds  Functional Failure: How We Learn More by Getting It Wrong	Louise Bennett King's College London  Building Games for Postgraduate Online Education, Internally: Some Lessons	Paul Darvasi York Academy  Teach like a Dungeon Master: How RPGs Can Transform Education
2:15 - 3:15 p.m.	Randy Brown Virtual Heroes Division of ARA  Operational VR: From Play to Simulation to Military Operational Use	Monica Cornetti Sententia Gamification  Play with a Purpose	Jeffrey Berkley Mimic Simulation  Measuring Effectiveness in Healthcare Simulations	Carole Bagley Univ. of St. Thomas + The Technology Group, Inc  Virtual Environment Design for Learning & Performance Effectiveness	<b>WORKSHOP:</b> Designing Games for Professional Development  Mike Beall Gear Learning University of Wisconsin	Michelle Zimmerman Renton Prep
3:15- 3:45	Break					
3:45- 5 p.m.	<b>INTERACTIVE SESSION:</b> Making Memorable Games  Alicia Sanchez Defense Aquisition University	<b>WORKSHOP:</b> Augmented Serious Gaming in the Physical Universe  John Kolm Team Results USA	<b>INTERACTIVE SESSION</b> Moving a Whole Hospital System to Simulation Training  Patrick Connors Advent Health University	<b>WORKSHOP:</b> Artificial Intelligence Demystified  Thomas Talbot Univ of So California	<b>WORKSHOP:</b> From Games to your Learning Experience: A Practical Workshop  Rob Alvarez IE Business School Madrid, Spain	<b>INTERACTIVE DISCUSSION</b> Immersive Classrooms in Middle and High School  Mitch Weisburgh Academic Business Advisors Scott Brewster Triad Interactive Media

Exhibit Areas open at all breaks, lunch and at the end of the day

6:30 - 8 p.m. No Host Networking Event at the Ace Cafe at 100 W. Livingston St., just a few blocks away. Meet at Registration Desk and we can walk over, or if you have a car, you can move to their parking lot. We'll gather upstairs where there will be light snacks. Stay to network and dine on burgers, beer, salads and other delicious fare.

Wednesday, June 24, 2020

Registration opens in FIEA Lobby at 8:15 a.m. Before 9 a.m. go directly to your first session across the internal drive to DPAC

	DPAC Rm 171	DPAC Rm 151	DPAC Rm 152	DPAC Rm 154	DPAC Rm 169 A	DPAC Rm 169
	<b>GOVERNMENT/LEADERSHIP</b>	<b>CORPORATE / NON PROFIT</b>	<b>HEALTHCARE</b>	<b>GAME / INSTRUCTIONAL DESIGN</b>	<b>HIGHER EDUCATION</b>	<b>GAMES IN K-12</b>
9 - 10 a.m.	Peter Leveille Sarah Miller MITRE  Creating a Serious Game about Organizational Agility	Dov Jacobson Games That Work  Aligning Game Design to Learning Objectives	Ben Chang Rensselaer  Collaboration on Campus: A Mobile Game about Drug Discovery and Development	Lindsay Grace University of Miami  Designing Interactives, Toys and Games for Optimal Engagement	Ashley Parker Harvard Business Publishing  Not Just Soft Skills: Unlocking the Power of Branching Games	PANEL: The Future is Now: Games as Assessment  YJ Kim, Scot Osterweil, MIT Playful Journey Lab; Peter Stidwill, FableVision Studios
10:15 - 11 a.m.	Alice Formwalt Street Smarts VR  Immersive Training for Police, Law Enforcement	Michael DiPonio Quicken Loans  Select a Champion: How Identifying the Right Stakeholders Will Make or Break your Serious Game	Doug Whatley BreakAway Games  COTS Driven Business Models and the Ethical Use of Data	David Metcalf UCF IST, Metil Lab  Blockchain Development	Enrique Cachafeiro Duke Health  Serious E-scape Rooms: A Cost-Effective Model for Deep and Meaningful E-learning	Paul Darvasi York Academy  From Cathedrals to Virtual Reality: (Un)Structuring Spatial Narratives for Video Games, AR and VR
11- 11:30 a.m.	<b>BREAK</b>					
11:30 - 12:15	Paul Thurkettle NATO Allied Command Transformation  Predeployment Training: Using VR to Prepare Soldiers To Deal with War Camps	Jonathan Peters Sententia Gamification  Deliberate Fun: A Purposeful Approach to Gamifying Learning Experience	Kimberly Hieftje play4REAL XR Lab at Yale  Freeze! An Augmented Reality Game for Alcohol Harm Reduction in Teens	Wei-Fan Chen Fourdesire, Taiwan  Playable Design: The Play Space of Toys, Environments, Games and More	Carlo Fabricatore Huddlesfield University  Call to Arms: Fostering Sustainable Futures through Gameplay	Tammie Schrader Washington State  From a Few Games to Multi-Discipline GBL Program State Wide
12:15 - 1:15 pm	<b>LUNCH on FIEA Sound Stage</b>					
1:15 - 2 p.m.	Sreeram Kongeseri Ajay Balakrishnan Amrita University India  Games for Community Engagement - Will it Work for You?	Anders Gronstedt Gronstedt Group  How Mobile Gaming and VR Are Disrupting Learning	Peter Smith UCF + Limbitless Solutions  Integrating Hardware into Serious Games Design	Bernard Francois Preview Labs, Belgium + US  VR Prototyping: Best Practices	Tony Crider Elon University  Assessment of Experiential Learning vs. Experiential Assessment	Bron Stuckey Innovative Educational Ideas  Immersive and Virtual Environments: Are We Aiming for the Floor or the Ceiling?
2:15 - 3 p.m.	Garth Jensen US Navy  Core Requirements for Immersive VR Learning Experiences	Mitch Labrador Creative Vet  Core Requirements for Immersive VR Learning Experiences	Cynthia Sanner Elsevier  Game-based Transition to Practice Nursing Program	Victoria Grieve Univ of Pittsburgh  What Makes a Game Empathetic?	Thierry Karsenti University of Montreal  Advanced Uses of Minecraft	YJ Kim MIT Playful Journey Lab  Playful Assessments: Practical Design Considerations
3 - 3:30 p.m.	<b>BREAK</b>					
3:30 - 4:45 p.m.	DHS  Using Data from Scenario-Based Games to Demonstrate Business Impact  John Shulman, Alignor Sue Blaske, Allina Health	<b>WORKSHOP:</b>  Micro-Learning, the Next Great Innovation in Healthcare Training  Dennis Glenn Dennis Glenn Consulting	<b>WORKSHOP:</b>  Turning Games/Activities into Learning & Engagement  Marcia Downing Marciaz Consulting	<b>WORKSHOP:</b>  Create an Escape Room, Producing a More Active Learning Environment  Rachel Slivon University of Florida	Ronald J. Kantor Kantor Consulting  How China's After School Education Industry Leverages Digital Games	
4:45 - 6 p.m.	<b>WORKSHOP:</b>  Hollywood Meets Learning: A Story-based Model for Behavioral Cybersecurity Training  David Hull Univ of Texas at Tyler	<b>WORKSHOP:</b>  Escape Room Design for Learning  Michiel van Eunen Karen Sikkema Living Story Netherlands	<b>WORKSHOP:</b>  Serious Games through the Eyes of a Certified Medical Illustrator  Samantha Bond University of Illinois at Chicago	<b>WORKSHOP:</b>  Practical Gamification; What Works, What Does Not  Vineet Raj Chitkara University India	<b>WORKSHOP:</b>  Assessment for Immersive Learning Experiences  Jim Kiggins Immersive Learning Experience Team, Adtalem Global Education	<b>WORKSHOP:</b>  Fortnite Creative: Leveraging Student Expertise in Content Creation  Steve Isaacs Bernard Township Schools

Exhibit Areas open at all breaks, lunch and at the end of the day

6:30 - 10 p.m. Game Night at the Brewery, next door. Network, play games with International Serious Play Award program. Snacks, draft beer and soft drinks: \$15. If you did not buy a ticket, it can be purchased at the Registration Desk.

Thursday, June 25, 2020; Registration opens at 8:15 a.m. Keynote in FIEA CMB 182

Welcome: Ben Noel, Executive Director, FIEA, University of Central Florida

**Keynote: Sam Adkins, Analyst, Metaari**  
**Catalysts, Purchase Trends, Opportunities in the 2020-2025 Global Game-Based Learning Market**

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9 a.m.	Welcome: Ben Noel, Executive Director, FIEA, University of Central Florida					
9:15- 10:15 a.m.	<b>Keynote: Sam Adkins, Analyst, Metaari</b> <b>Catalysts, Purchase Trends, Opportunities in the 2020-2025 Global Game-Based Learning Market</b>					
	<b>EVALUATE, ASSESS, MEASURE</b>	<b>CORPORATE/NON PROFIT</b>	<b>HEALTHCARE TRAINING</b>	<b>GAME / INSTRUCTIONAL DESIGN</b>	<b>HIGHER EDUCATION</b>	<b>GAMES IN K-12</b>
10:30 - 11:15 a.m.	Jennifer Scianna Field Day Lab, Univ of Wisc  All Day, Every Day Analytics for Design, Evaluation and Understanding	Mahesh Joshi GMU School of Business  Creating an Interactive TableTop Business Strategy Games	Teresa Thomas University of Pittsburgh  Testing a Narrative Serious Game to Improve Cancer Patient Self-Advocacy	Ret. Gen. Frank Kelley Defense Acquisition Univ  The Opportunity for Developer Contracts in Defense Acquisition	William Volk Deep State Games  The Climate Trail, a Game That Changes Hearts and Minds	Fostering Affinity Spaces and Community in Academic Esports  Michael Washburn, Participate; Steve Isaacs, Bernard Township
11:15 a.m. - 12 noon	Adrian Cox JHT  In-Game Measurement of Learner Motivation	Valary Oleinik Well, Gotshal & Manges  Gamification Cheat Codes: Strategies That Achieved Winning Results	Angela Malicki, Sharon Bildstein, Christian Clausen Johns Hopkins Hospital, Nursing Prof Practice  From Game Design to Production in 4 Months	Alexander Salas StyleLearn eLearning  eLearning Beyond the Abstract: The Quest for Better Learning Analytics in Serious Games	Amrutha Vasam Stanford University  How Do We Make Immersive VR More Scalable, Accessible	Georgi Tsvetanov Silega Global  Designing & Using Games to Teach Business Skills to Children
12:15 - 1:15 p.m.	LUNCH on FIEA Sound Stage					
1:30 a.m. - 2:15	Tim Welch Naval Air Warfare Center Systems Training Division  Rules of the Game: How to Ensure Training Outcomes	Ross Smith Microsoft  Games, AI and Worker Displacement	Olufunmilola Abraham Univ of Wisconsin Madison School of Pharmacy  Harnessing the Power of Serious Games to Improve Medication Use	<b>FED FUNDING FOR GAMES</b>  Marc Ruppel National Endowment/Arts  Federal Grant Opportunities in the Arts	Magy Seil El-Nasf Chaima Jemmali Northeastern University  Data-Driven Design of May's Journey: A Programming Game for Non-Programmers	Kevin Miklasz Brain Pop  How Reward Structures can Aid Assessment without Harming Learning
2:30 a.m. - 3:30	Brad Tanner Clinical Tools  Innovation in Teaching: Using Metrics like Game Satisfaction and Presence	<b>WORKSHOP:</b>  Katherine Hargreaves ARKO  Flex: Impossible Stories and Speculative World Building	Miranda Verswijvelen Nataly Martini University of Auckland, NZ  Game-inspired Narrative Design to Support Compassion Training with Virtual Patients	<b>FUNDING FOR GAMES</b>  Tony Beck NIH/SBIR Programs  Finding Funding for Healthcare and other Qualifying Games under Federal Grant Programs	<b>WORKSHOP:</b>  Gameful Learning Strategies for a Low-Tech Classroom  Cecilia Bolich Emory University Colin Saunders Otterbein University	Shawn Clybor Dwight-Englewood School  Teachers as Game Designers: Games in the High School History Classroom
3:30 - 4 p.m.	BREAK					
4 - 5:30 p.m.	William Volk Deep State Games  The Climate Trail, a Game That Changes Hearts and Minds	<b>WORKSHOP:</b>  Measurement & Evaluation - Strategies for Measurement of Serious Game Integration  Ron Dyer University of Sheffield Business School		<b>WORKSHOP:</b>  Keys to Win Funding from Govt. SBIR Programs  Alicia Sanchez DAU, Decade of Proposal Experience with Dept of Ed	<b>WORKSHOP:</b>  Creation of an Educational Board Game  Carlos Zapata Jaramillo Universidad Nacional de Columbia	<b>WORKSHOP:</b>  A Video Production Power-Up for Your Gamification Skills  Andrew Easton Westside Comm Schools Omaha, Neb

Monday, June 22, 2020

### PRE & POST CONFERENCE SESSIONS

8 - 9 a.m.

Separate Registration Required for these Session

DPAC RM #

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#### The Gamification of Learning

Instructors: Monica Cornetti, Jonathan Peters, Sententia Gamification Consortium

A Certification Course for Talent Development Officers, Training Leads, Faculty with Leadership Responsibility and Adult Education Professionals

#### Make a Game Workshop

Instructor: Chris (Wombat) Crowell, Sheridan College, Woodbridge, Ontario, Canada

Chris will take teams of educators and company training personnel through his proven process of making a game from a curriculum concept of their choice

#### Create Serious Games w/o Coding: Visual Scripting

Instructors: Paul Pivec, CranberryBlue R&D, Maja Pivec, Univ of Applied Sciences

Attendees with or without coding skills will create a 3D world using Unity as a game engine and Game Creator as a visual scripting tool

#### Micro-Learning

The Next Great Innovation in Corporate Training for Healthcare

Instructor: Dennis Glenn

Three current easy to master software solutions on how micro-learning can be implemented to your healthcare learning portfolio

9 a.m. - 4 p.m.

### Board Game Judging: UCF FIEA Sound Stage Check in at Registration Desk; Lunch at Noon

1 - 5 p.m.

Tuesday, June 23, 2020

### Networking Social Event at Ace Cafe

Join other attendees at the Ace Cafe just a few blocks walking distance away. Start upstairs at our private networking event. It will be No Host for drinks, but light snacks provided. Then you may want to drift downstairs with other attendees for dinner -- great burgers, salads and other fare.

6 - 7:30 p.m.

Wednesday, June 24, 2020

### Game Night at Brew Theory

Come see winners of the International Serious Play Awards. Enjoy a beer & pizza, socialize and play the games. **\$15.** If you did not sign up when you registered, you can pay at the Registration Desk. As you enter the Brewery, you will get two drink tickets.

The Brewery is located on the other side of the Marriott behind the parking lot. Meet in lobby after the end of the sessions and we'll all walk over.

6 - 10 p.m.

Friday, June 26, 2020

### Create Serious Games without Coding: Using Visual Scripting

Instructors: Dr. Paul Pivec, CranberryBlue R&D, Austria | Dr. Maja Pivec, FH Joanneum, Univ of Applied Sciences, Austria

During this fun, all day workshop, attendees with or without coding skills will create a 3D world using Unity as a game engine and Game Creator as a visual scripting tool. To maximize learning within the allotted time, all participants should bring their laptops (Mac or PC) with Unity already installed. Instructions can be found here: <https://www.piveclabs.com/how-to-documentation>

9 a.m. - 4 p.m.

## SPONSORS

